lyzes on the data. This is helpful for users wanting to answer questions like, "What game mode stimulates the in-game economy the most?"

[0094] One application of the invention: One of the enduring and important issues in patent law is whether or not the incentives provided by patent protection benefit society more than would alternative systems. Underlying the patent system is a key hypothesis (and hope): inventive activity will be spurred by the prospect of patent protection, leading to the accrual of greater societal benefits than would be possible by alternative, non-patent systems. One way to test this hypothesis is experimentally to simulate the behavior of inventors and society under conditions approximating patent and non-patent systems. Then, by measuring differences in a metric representing societal benefit, it should be possible to make direct quantitative comparisons between alternative systems. Another question is fee structures for big and small entities, to be fair to all, which can be tested as well, using our simulation.

[0095] This can be used for legal systems, patent, any IPs, tangible IPs, trademarks (for example), or rules. The rules, parameters, or invention features can be edited, modified, increased, or decreased. A (relational) database and statistical module can study the behavior of the users or record various actions.

[0096] While the above describes a patent game that may be played by multiple players via, for example, the internet, the present invention should not be limited to such a particular scope. The interactive patent system of the present invention, as discussed above, may be used not only as a patent game, but also as a business strategy tool, a training tool and the like. Furthermore, the patent simulation described herein could also be implemented on a single computer or on a group of networked computers not part of the internet. It can be connected to PDAs and cell/smart phones/tablets/processors. It can have different user-interface, e.g. 3D presentation, walking or talking avatars, artificial intelligence, or neural networks, for learning or training purposes, from the past results.

[0097] While the above description describes an interactive patent system, the present invention may be useful not only in patent systems, but any complex legal system, particularly intellectual property systems. For example, the present invention may be useful for providing an interactive copyright or trademark system. For example, the practices, rules, regulations, statutory provisions, and constitutional provisions of copyright, trademark, plant variety protection, computer chip design protection, boat hull design, or any other intellectual property system could be simulated by the invention disclosed herein. For example, a copyright simulation might allow users to generate protectable text strings, images, music, or video that could be sold for points (or money), such content could be registered as copyrighted, licensed, sold, infringed, and enforced in an analogous manner to the patent simulation. Moreover, a trademark simulation might allow users to generate protectable words and phrases that may be associated with certain products (e.g., products patented during the game). Thus, it can apply to all IPs, such as trade secrets, and it can apply to all methods of transactions, such as cash, reverse-auctions, and open-auction. It can apply to all contents, e.g. digital data or music.

[0098] It should be understood, of course, that the foregoing relates to preferred embodiments of the invention and that modifications may be made without departing from the spirit and scope of the invention as set forth in the following claims. For example, the system could integrate real and virtual invention systems together to create hybrid real/simulated systems. Additionally the game could be designed to alter the rules of the patent system dynamically to maximize net worth or influence other factors. The system could also be designed to apply different rules to different players. The system could also be used to visualize how some intellectual property interaction appeared to one or more of the parties involved. For example, it can be tailored for a risk-taking individual or more conservative person, with adjustable parameters by administrator or the user(s). One person may have more adjustment capabilities than other users, similar to veto power, in case of conflict or difference of opinion/choices.

[0099] Any other variations of the teachings above are intended to be covered and protected by the current application.

1. A system for simulating or operating an intellectual property environment, said system comprising:
- an administrator module;
- a rules module; and
- a user interface;
- wherein said administrator module sets rules for said rules module either before and/or during the operation of the environment;
- wherein a user interfaces with said system through said user interface;
- wherein said user puts together an invention object, using two or more invention elements from an invention repository or some other source;
- wherein said user has an option to manufacture said invention object in said intellectual property environment; and
- wherein said user has an option to apply for a patent or other protection for said invention object in said intellectual property environment.

2. A system as recited in claim **1**, wherein said system further comprises an accounting module.

3. A system as recited in claim **1**, wherein said system is incorporated in a training or research module for students or analysts.

4. A system as recited in claim **1**, wherein said system handles multiple users.

5. A system as recited in claim **1**, wherein said system analyzes and records statistics and behavior of a person, a group of people, or society.

6. A system as recited in claim **1**, wherein said system further comprises an infringement determination module.

7. A system as recited in claim **1**, wherein said system further comprises an enforcement module.

8. A system as recited in claim **1**, wherein said system further comprises a template module, to store format and parameters related to a specific simulation.

9. A system as recited in claim **1**, wherein said user sells a patent.

10. A system as recited in claim **1**, wherein said user licenses a patent.

11. A system as recited in claim **1**, wherein said system displays history of actions and decisions.

12. A system as recited in claim **1**, wherein said user auctions a patent.

13. A system as recited in claim **1**, wherein said user presents a patent for a patent pool.

14. A system as recited in claim **1**, wherein said user cross-licenses a patent.